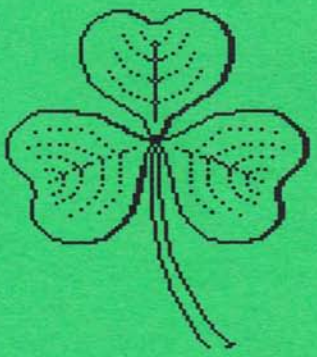
San Leandro Computer Club Journal
March 1995

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## March

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|---|---|---|---|---|---|
| | | | 1 | 2 | 3 | 4 |
| 5 | 6 | Main Meeting 8:00 PM | 8 | 9 | 10 | 11 |
| 12 | ST SIG Meeting 8:00 PM | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| Journal Deadline 12:00 PM | 27 | 28 | 29 | 30 | 31 | |

# OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1303.DOC
MARCH 1995

GENERAL COMMENTS

This disk features the gRaphics systems developed by Jeff Potter and Clay (Earl?) Halliwell. My thanks to Tom Andrews who sent them to me, with his comments. For more information on "Advanced 8-bit GRaphics Systems" see his article in CURRENT NOTES (3/94).

The SLCC Journal also has 2 pages (#23 & #22) from our library index.

D.O.M. SUMMARY

There are 4 Games and 6 UTILities on the front. The back has 6 PICs

CONTENTS- DISK #1303:-

Front:-

| | | | |
|---|---|---|---|
| *SLCC1303.DOC | 028 | HELLO | 011 |
| AUTORUN .SYS | 002 | MENU | 034 |
| DOS .SYS | 037 | COLRTUNE.BAS | 002 |
| CSVIEW .BAS | 043 | CSVIEW .DOC | 031 |
| CVSQUASH.BAS | 035 | CVSQUASH.DOC | 052 |
| EBONVIEW.BAS | 014 | EBONV .OBJ | 007 |
| EVIEW .DOC | 009 | JRQ .BAS | 200 |
| KENO .BAS | 081 | NUCWASTE.BAS | 049 |
| RAMDISK .COM | 008 | TERMINAT.BAS | 059 |
| WRITEDOS.BAS | 005 | | |

000 FREE SECTORS

Back:- DO NOT Boot!

Six PICtures in '*.RGB' format:-
use CSVIEW.BAS to see.

| | | | |
|---|---|---|---|
| SPOCK .RGB | 141 | DIVER .RGB | 099 |
| AMYSQUIR.RGB | 056 | FIREPLAC.RGB | 158 |
| SATURN3 .RGB | 135 | JOKER .RGB | 113 |

005 FREE SECTORS

PROGRAM DETAILS

COLRTUNE.BAS is a small UTIL., by Jeff Potter, to help set your monitor for best viewing. For details look up ATARI CLASSICS Magazine (12/93).

CSVIEW.BAS is a slide-show viewer for PICtures saved in the RGB format. It's by Clay Halliwell. His .DOC is very complete and informative.

CVSQUASH.BAS (& DOC)- Halliwell's program for combining and compressing Jeff Potter's three CV (.R, .G, & .B) files into a single (.RGB) file. The CVSQUASH.DOC file is complete & clear -it will walk you thru the compacting and concatenating processes. It also includes technical details and tips; and much historical background.

EBONVIEW.BAS is another of Earl's programs - it improves the background color during viewing. EVIEW.DOC gives a brief explanation. To use it, Load the file EBONV.OBJ.

JRQ.BAS (J.R's Quest):- a gRaphic ADVenture/Game (or Puzzle?) is from a collection of J.R. Payne Games on the AIM disk for Feb./March 1992. It is self documenting. For one player with Joy/Stick. It's especially suitable for younger players.

KENO.BAS ("Cheapo Keno ") is from ANTIC 7/88. Maximillian Eissler and Chester Wozniak(!) wrote it. Keno is a variation of Lotto/Bingo. You pick 1 to 10 numbers; bet 1 to 4 quarters; and start. Twenty numbers are picked- the more you 'hit'- the more you win! Play it with a Joy/Stick.

NUCWASTE.BAS by James Hague is a clever Game from ANTIC for 12/86. It requires you to drop waste containers (of 3 types) into a pit in such a way that none end up on or next to one of the same type. It's self explanatory. Play it with a Joy/Stick.

RAMDISK.COM- the SMARTRAM II 1050 Emulator; 256k Mod. (P. Bass) is used with Extra memory- for CVSQUASH.BAS.

TERMINAT.BAS - an action Game for one with J/S. Your goal is to pick up all the $$ signs in the maze without losing 2 lives (avoid the Terminator android. By Stephen Stout, it's from ANTIC 4/88. It reminds me of GOTCHA (on SLCC0911).

WRITEDOS.BAS will write the DOS you booted with, to the disk in your drive. It writes DOS only- not DUP. A TECH TIP by Eric Andersen, in ANTIC for 4,5/1990, was my inspiration.

The back of this disk has 6 *.RGB PICtures, as listed above. CSVIEW.BAS displays them, in a timed sequence.

# COLORVIEW SQUASH Version 1.x

(From SLCC1303)

ColorView RGB File Concatenator/Compressor for Atari 8-bit computers
Copyright (c) 1993 LonerSoft - by Clay Halliwell - March 1993

INTRODUCTION

CVSquash is the next logical step in the evolution of J.D Potter's revolutionary 4096-color ColorView mode. It's a groundbreaking development, but to date its implementation has suffered from two major flaws. First, ColorView files need not one, but three files per picture (and that takes a LOT of disk space!). Second, there has been no way for the computer to determine the correct mode in which to display any given screen. CVSquash eliminates these problems, AND significantly reduces the disk space required to store ColorView pictures. Enjoy!

SYSTEM REQUIREMENTS/SUPPORT

-- Any 8-bit Atari (800/XL/XE) with -- 48k RAM and Atari BASIC
-- Atari DOS 2.x or compatible (MyDOS, etc...)
SpartaDOS, DOS-XE [untested]
-- 1 disk drive minimum (any density) Up to 9 logical drives

USING CVSquash

As soon as CVSquash is loaded and running, you will be prompted to enter the name of a ColorView picture to squash. At this point, you may also press Q to quit to Basic, RETURN to obtain a directory of the ColorView pictures in the current drive/subdirectory, or BACKSPACE to change the current drive/subdirectory.

When changing the current drive/subdirectory, be sure that's ALL you enter. If you also enter a filename before hitting RETURN, CVSquash will assume it to be part of the drivespec.

SpartaDOS, MyDOS, and DOS-XE provide subdirectory support.
The correct subdirectory format in MyDOS is:
D2:COLRVIEW: or D:ANMTSURI:ANIME:XRATED: etc...
Subdirectory names may be up to 30 characters long.

COMPRESSING

Once you've given CVSquash a valid filename, it will load all three color separations into RAM. Once this is done, you may choose what to do follows:

OPTION: Abort picture
SELECTT: Toggle between modes 9 and 15
START : Proceed with conversion

TITLES

Another advantage to CVSquash is that it allows the addition of a title to your pictures. This title may be up to 40 characters long, and is automatically centered by CSView.

When titling pictures, I try to conform to the following conventions:

If the image is of a famous person or place (eg-- Joe Straczynski, Wall Drug), make that the title.

If there is superimposed text in the image itself, it has probably been rendered illegible due to the Atari's (relatively) low resolution. When converting a GIF to ColorView format, try to zoom in on these text lines and write down what they say before doing the final conversion. Usually it will be a BBS number or copyright notice, or both.

SAVING

You are now ready to squash and save. CVSquash defaults to the filename and directory the image was originally loaded from, but both may be changed. Again, to change the drive/subdirectory, simply press BACKSPACE and enter your new choice. Do not enter an extension. ".RGB" will be added automatically.

As CVSquash compresses your picture, it indicates its progress via a vertical line scanning across the screen. Upon completion, you will, for your edification, be given the compression percentage and number of bytes saved over the original image. If a disk error should occur, you will be notified.

FORMAT DESCRIPTION

[Detailed technical data deleted; see CVSQUASH.DOC on SLCC1302.- RRS]

ABOUT THE COMPRESSION FORMAT

When I was trying to decide how to go about compressing ColorView files, I had to take a number of factors into consideration. An ARC- or GIF-style routine was out due to speed considerations...who wants to wait a couple of minutes for each picture to decompress? (plus such a routine was completely out of the realm of my programming skills...<grin>)

Instead, I opted for a Koala-style algorithm that shrinks areas of identical consecutive pixels. Operating at the byte level, though, wouldn't yield much compression in highly detailed screens. So I scanned at the pixel level of the most common ColorView mode-- mode 9.

I briefly considered compressing each screen separately, but realized that the repeat/literal areas on each color separation would be nearly the same. Thus, CVSquash treats each ColorView pixel as a unit, saving on redundant control codes.

In mode 9 the vertical resolution is much higher than the horizontal resolution, so repeat sequences are much more likely to occur in the vertical axis. Therefore, CVSquash scans top-to-bottom, left-to-right.

The two-tier count value scheme was implemented so that highly-detailed pictures with frequent occurences of tiny repeat areas wouldn't bloat the final file size, while allowing for larger count values on large solid areas. Thanks to this arrangement, CVSquash saves space on a repeat sequence of as few as two pixels (N R G B (two bytes) vs. R G B R G B (three bytes)), but still manages to achieve compressions of over 80% on certain screens.

CONTACTING THE AUTHOR

If you'd like to get in touch with me, I can be reached on GEnie at E.HALLIWELL, or leave e-mail to The Loner at PAUGS (602-278-8505), owned and operated by nwPAC, the Northwest Phoenix Atari Connection--dedicated solely to the 8-bit Atari!

SHAREWARE...THE WAVE OF THE FUTURE

CVSquash is shareware. If you find this program to be a useful addition to your software library, I strongly urge you to send in the paltry $5 registration fee. It's people who support shareware developers that are keeping the 8-bit Atari alive. Send check or money order to:-

Clay Halliwell
407 S. 2nd Street
Clinton, MO 64735-2107

| DATE | XL STATUS | FILENAME | DESCRIPTION | TYPE | SECTORS | VOL. | NO. |
|---|---|---|---|---|---|---|---|
| 03-87 | XL-YES | AUTORUN .SYS | DISK MASTER - (EDITOR) | UTIL | 288 | V | 3 |
| | XL-YES | CHAIN .BAS | CHAIN REACTION | GAME | 050 | | |
| | XL-YES | DSKMASTR.DOC | DISKMASTER DOCS. | UTIL | 248 | | |
| | XL-YES | HBDAY .BAS | HAPPY BIRTHDAY DEMO | DEMO | 031 | | |
| | XL-YES | HBDAY .PIC | PART OF "HBDAY.BAS" | DEMO | 023 | | |
| | XL-YES | HBDAY .V | PART OF "HBDAY.BAS" | DEMO | 003 | | |
| | XL-YES | KRAZY .OBJ | CRAZY CATERPILLARS | GAME | 016 | | |
| | XL-YES | MENU .BAS | A GREAT LOADING MENU | APPL | 060 | | |
| | XL-YES | PICLOAD .BAS | PICTURE LOADER | UTIL | 003 | | |
| | XL-YES | SLITHER .OBJ | SNAKEY BOARD GAME | GAME | 035 | | |
| | XL-YES | SPKEYLST.OBJ | PART OF "SUPERKEY.OBJ" | APPL | 035 | | |
| | XL-YES | SUPERKEY.ASM | PART OF "SUPERKEY.OBJ" | APPL | 140 | | |
| | XL-YES | SUPERKEY.DOC | "SUPERKEY.OBJ" DOCS. | APPL | 059 | | |
| | XL-YES | SUPERKEY.OBJ | KEYBOARD MACRO PROGRAM | APPL | 007 | | |
| | XL-YES | SUPREDIT.OBJ | PART OF "SUPERKEY.OBJ" | APPL | 074 | | |
| | XL-YES | SWAPKEY .OBJ | PART OF "SUPERKEY.OBJ" | APPL | 021 | | |
| | XL-YES | THIEF .BAS | SPACE THIEF - 2 PLAYER | GAME | 063 | | |
| | XL-YES | TITLE .MIC | XL/XE MEMORY MAP | PICT | 062 | | |
| 04-87 | XL-YES | ARC .COM | FILE COMPRESSION SYSTEM | UTIL | 092 | V | 4 |
| | XL-YES | ARC .DOC | "ARC.COM-ARCX.COM" DOCS. | UTIL | 039 | | |
| | XL-YES | ARCX .COM | PART OF "ARC.COM" | UTIL | 089 | | |
| | XL-YES | AUTORUN .SYS | ULTRAMENU - BINARY MENU | UTIL | 099 | | |
| | XL-YES | CHECKERS. | CLASSIC BOARD GAME | GAME | 067 | | |
| | XL-YES | CITYVIEW. | GRAPHICS NINE PICTURE | PICT | 066 | | |
| | XL-YES | CREEPSHO.W | PINBALL - NO BASIC | GAME | 242 | | |
| | XL-YES | EDDIE .MIC | HALLOWEEN DEATH HEAD | PICT | 062 | | |
| | XL-YES | ELEVATOR.OBJ | ELEVATOR REPAIRMAN | GAME | 018 | | |
| | XL-YES | ICONFLIP. | CHANG "PRINTSHOP" ICONS | UTIL | 144 | | |
| | XL-YES | MENU .BAS | LOADING MENU | UTIL | 029 | | |
| | XL-YES | PICLOAD .BAS | LOADS "EDDIE.MIC" PICT. | UTIL | 011 | | |
| | XL-YES | PSYCHO . | EXCELLENT GRAPHICS DEMO. | DEMO | 049 | | |
| | XL-YES | SHRINKXE.OBJ | COMBINES FILES | COMM | 038 | | |
| | XL-YES | STARTREK.BAS | TEXT STARTREK ADVENTURE | GAME | 207 | | |
| | XL-YES | STARTREK.DOC | "STARTREK.BAS" DOCS. | GAME | 048 | | |
| | XL-YES | SUNSET .BAS | GRAPHICS DEMO. | DEMO | 023 | | |

| DATE | XL STATUS | FILENAME | DESCRIPTION | TYPE | SECTORS | VOL. | NO. |
|---|---|---|---|---|---|---|---|
| 05-87 | XL-YES | AUTORUN .BAS | WHEEL OF FORTUNE | GAME | 162 | V | 5 |
| | XL-YES | AUTORUN .SYS | TURBO BASIC | LANG | 145 | | |
| | XL-YES | DOCREADR.BAS | READS DOCUMENTATION | UTIL | 019 | | |
| | XL-YES | EVENTS .PUZ | PART OF WHEEL OF FORTUNE | GAME | 002 | | |
| | XL-YES | MIDAS .OBJ | MAZE GAME | GAME | 109 | | |
| | XL-YES | OCUPAT .PUZ | PART OF WHEEL OF FORTUNE | GAME | 003 | | |
| | XL-YES | PERSON .PUZ | PART OF WHEEL OF FORTUNE | GAME | 003 | | |
| | XL-YES | PHASE .PUZ | PART OF WHEEL OF FORTUNE | GAME | 005 | | |
| | XL-YES | PLACES .PUZ | PART OF WHEEL OF FORTUNE | GAME | 001 | | |
| | XL-YES | TCD .BAS | COMPACTOR DETECTOR | UTIL | 072 | | |
| | XL-YES | TCD .DOC | "TCD.BAS" DOCS. | UTIL | 026 | | |
| | XL-YES | THINGS .PUZ | PART OF WHEEL OF FORTUNE | GAME | 001 | | |
| | XL-YES | TICTAC .BAS | 3-D TIC TAC TOE | GAME | 057 | | |
| | XL-YES | TICTAC .DOC | "TICTAC.BAS" DOCS. | GAME | 009 | | |
| | XL-YES | TITLES .PUZ | PART OF WHEEL OF FORTUNE | GAME | 003 | | |
| | XL-YES | WARGAMES.BAS | USA-USSR WAR SIMULATION | GAME | 219 | | |
| | XL-YES | WOF .DOC | WHEEL OF FORTUNE DOCS. | GAME | 120 | | |
| | XL-YES | WOF3 .FNT | PART OF WHEEL OF FORTUNE | GAME | 009 | | |
| | XL-YES | WOF3FMS .TUR | PART OF WHEEL OF FORTUNE | GAME | 095 | | |
| 06-87 | XL-YES | ARC12 .COM | FILE COMPRESSION | UTIL | 093 | V | 6 |
| | XL-YES | ARC12 .DOC | FILE COMPRESSOR | UTIL | 048 | | |
| | XL-YES | ARCBAT .OBJ | MAKES BATCH FILES | APPL | 052 | | |
| | XL-YES | ARCX12 .COM | UNARCS FILES | UTIL | 087 | | |
| | XL-YES | B .SYS | ROTOFOIL FROM BALLBLAZER | PICT | 062 | | |
| | XL-TRS | CROSWORD.OBJ | MAKES CROSSWORD PUZZLES | GAME | 145 | | |
| | XL-YES | DISKDOCS.DOC | DOCS FOR 6-87 D.O.M. | TEXT | 048 | | |
| | XL-YES | DOORWAY .BAS | DEVILS DOORWAY | GAME | 089 | | |
| | XL-YES | MENU .BAS | LOADING MENU | UTIL | 030 | | |
| | XL-YES | MULTI .OBJ | FILE COPY PROGRAM | UTIL | 027 | | |
| | XL-YES | NOSE .OBJ | THE OLD HAT TRICK | DEMO | 180 | | |
| | XL-YES | OPART .BAS | CRAZY GRAPHICS | DEMO | 063 | | |
| | XL-YES | RDINIT .BAS | MAKES RAMDISK SETUPS | UTIL | 009 | | |
| | XL-YES | RDINIT .DOC | "RDINIT" DOCS. | UTIL | 008 | | |
| | XL-YES | RDINIT .M65 | "RDINIT" SOURCE CODE M65 | UTIL | 008 | | |
| | XL-YES | RISES .BAS | ASTRONOMICAL INFORMATION | APPL | 085 | | |
| | XL-YES | SCROLL .BAS | TEXT SCROLLING | UTIL | 040 | | |
| | XL-YES | SHOWARC .BAS | SHOWS ARC FILE CONTENTS | UTIL | 022 | | |
| | XL-YES | STRIPPER.OBJ | CLEANS UP TEXT FILES | UTIL | 038 | | |




:: Volume 4, Issue 2 ATARI EXPLORER ONLINE ::
:: 6 February 1995 ::

## Cannon Fodder

Review by: Travis Guy
GEnie: AEO.MAG Delphi: AEO_MAG

Crawling across a glacier field.... Slogging through the jungle.... Fording icy rivers.... You lead your soldiers on one mission after another against increasingly incredible odds against a relentless enemy force. The only glory that awaits your men is another pip on the sleeve. More probably, their future only holds a final marker on a hillside, with more cannon fodder waiting to take their places.

This is the basis for the next Jaguar title to be released, Virgin's Cannon Fodder. Originally appearing on Amigas, STs and PCs, Cannon Fodder developed a small following with wargamers, and those who were generally mayhem-minded. While I never got to play the computer versions, I was interested in the title. Over the holidays, I was given several weeks to look over an almost-finished EPROM of the Jag version by its American publisher. I think I see a small sleeper hit here, folks.

### //// Overview

To start out with, there's possibly the best title music to any Jaguar game short of Tempest 2000 - a very clean MODish beat with lots of samples, and actual singing. If you've heard the opening music in Zool

2, you know what to expect here, except it's not as quirky.

Next up, there's a simple screen that will be repeated between missions of men running over hills to join your outfit. A macabre scoreboard of enemy deaths versus your group's deaths is kept here, along with icons for loading and saving games and a strangely GEMish- looking "arrow" pointer. (Two separate games may be saved.)

You'll find out as you progress in the game, that as long as you can complete another mission, more men /f/o/d/d/e/r/ will join your ranks, and the men /f/o/d/d/e/r/ you lose along the way will flower these same hills with burial markers. Another dark touch to the game is the higher the rank they achieve, the more pronounced their gravestones are.

But as their commander, you have to realize that death is a part of it all, so though you may shed a virtual tear at someone's passing, you saddle up and sally forth with a new batch of recruits /f/o/d/d/e/r/ for the next battle.

There's 72 actual skirmishes that you'll have to make it through, divided into 15 (I believe) separate missions. Each mission takes place in a similar environment (wooded, arctic, jungle, SW American desert) and slowly builds in intensity and introduces weapons and tactics along the way.

Each mission ends with a nicely rendered static shot of roly-poly soldiers being awarded their new ranks (based on their number of kills). You will eventually be rewarded with another rendered memorial shot, remembering those men /f/o/d/d/e/r/ who fell. (The scenes shown will change, depending on the latest environment fought in.) The only drawback here is that these scenes appear to be done in 8-bit color, and color banding is noticeable.

If you fail, and lose all of your fodder /m/e/n/, there's another scene of the dictator you've been fighting against, with a text crawl telling you of your fate. There should be another scene celebrating your victory if you make it to the end, but I can't describe it. In just over three week's playing, I only made it halfway through Mission 7. (This may paint my skills at this as rather anemic, but I'd rather think it shows the increasing difficulty curve of the game. <g>) Speaking of difficulty, there are no user-selectable levels here.

=-=-=-=-=-=-=-=-=-=-=-=-=
//// Bang, You're Dead
=-=-=-=-=-=-=-=-=-=-=-=-=

You start off with about 20 recruits in reserve, two of whom are plunged into Mission 1, a single-screen "hunt-and-kill" of two bog-stupid enemy troopers. (The programmer's had a bit of fun at naming some of the missions. Mission 1 is called "The Sensible Initiation" and others are "Onward Virgin Soldiers", "Those Vicious Vikings", "Westward, Ho" and "Greenland Redblood." Gotta love those initial plugs though.)

Missions are broken up into separate levels, with easily discernible tasks to follow: Kill all enemy soldiers - Destroy all buildings. Something any grunt speaking any language can understand. You can divide your men in up to three groups - the active group is under your control, inactive groups will hunker down and try to hold their position using any weapons at their disposal. You can switch between groups with the press of a button, and groups can be rejoined easily.

Combat takes place in a orthogonal view. (Overhead, offset at an angle.) The combat screen takes up most of the screen, with an icon bar on the left side that displays how your current batch of troops /f/o/d/d/e/r/ are divided into groups; ammo levels for grenades and rocket launchers; and icons for "surrender" and a strategic map of the area.

There's that arrow cursor again, which you move around using the dpad. One of the user-selectable "ABC" buttons will make your selected group "go to" the cursor, while another of the buttons will turn the cursor into a gunsight, and the group will begin firing an inexhaustible supply of machine gun ammo towards it, killing or maiming anyone in its path.

When you do, there's a short spray of blood from those hit, and the body will slide along the ground accompanied by anguished cries of pain, all to disappear in seconds.

Sometimes, you won't kill an enemy, you'll only wound him. Until you put him out of his misery, he will lie where he fell, screaming. This may be a little disturbing to some, though the effect is nowhere as gruesome as bloody fighting games like Mortal Kombat and Kasumi

Ninja. (Though there is room for some sadism here. As long as the enemy who was shot is on-screen and in range, your men can continue to pump bullets into him; each volley will be met by more cries. Such barbarism has been known to happen in real battles.)

Early on in the game, you'll have to seek out explosives that are handily stored out in the open by the enemy to finish your task. They come in the form of grenades and bazookas, and take some practice to use. (Hold the "Fire" button, place the cursor on your target, press the "Move" button.) A few times of making your men /f/o/d/d/e/r/ toss a grenade on themselves will teach you.... The beauty of a grenade is that you can throw one over a line of trees, which are normally impermeable to small arms fire and rockets - just don't stand too close to a tree to throw - I have had grenades lodge in an adjacent tree and kill the thrower. (More fodder for the grinder, please.)

Machine gun ammo is unlimited. If you break your men into separate groups, you'll have to allocate all/half/none of the available explosive ammo yourself. Think carefully before you send that raw recruit on that suicide mission - if he dies, you lose whatever he was carrying.

The sound effects in Cannon Fodder are nicely done, though like the graphics, they won't stun you. Grenades whistle through the air as they are thrown (you'll hear it when you're the one being attacked as well), rockets "Whoosh!" as they are fired, and explosions sound like... well, explosions. Ambient sounds - of birds and seals, of water flowing, and of jets far overhead - help create an atmosphere in the game. (Listen for the burble of a patch of quicksand if you're trodding through a jungle, and be careful of where you lead your men.)

There's many other details that flesh out the gameplay. You will occasionally come across vehicles that you can use. (Look for the snow skidder to help you jump at the end of Mission 5.) There are booby trap tripwires in certain places. You can't use weapons in deep water, but you can in the shallows. Some of the levels are set up as puzzles for you to figure out. (Some levels are many screens wide and tall - use the strategic map to find the locations of your group and landmarks.) There's lots more spoken of in the instructions that I never made it to, so I know you shouldn't get bored when playing. I didn't.

=-=-=-=-=-=-=-=-=
//// Conclusion
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I made my move from console video game (Atari 2600) to computer game (Atari 400) back in 1980. I wanted the complexity and detail that computer games (like Star Raiders then) offered. I scoffed at the NES generation of games, and only returned to video game consoles when Jaguar appeared with the power of a desktop computer.

Cannon Fodder is one of a type of games I like - a moderately detailed simulation. It's not a wrist twitcher (I do like some of those), so it won't appeal to all videogamers. It's clearly a computer game that's now on a video game console, and I am awaiting its release so I can pick up where I left off, and lead my men /f/o/d/d/e/r/ on to victory!

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//// Final Ratings
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| | |
|---|---|
| Title: Cannon Fodder | Networkable: No |
| Design: Virgin Software | Players: One |
| Published by: C-West | Age Rating: N/A |
| Price: $59.95(US) | Available: Mid-February (US) |

Here's the summary ratings:
"*" is a whole
"+" is a half
5 stars maximum

Graphics - **+ Very small sprites, but lots of detail involved. I noticed no slowdown in action, nor any glitches.
Audio - *** Great title music - sound effects are plentiful and good, but not overwhelming.
Control - ***+ After accidently killing off my group a few times with errant grenade tosses, it becomes very easy. Nothing goes to waste here.
Gameplay - **** It's like "Lemmings", only with bazookas, grenades and machine guns.
Overall - ***+ A good, solid, lengthy computer game that will keep you coming back for one more go.

Key to Ratings
(An Enterprising state of mind)

***** - "All weapons, fire! Maximum yield on the torpedoes."
**** - "That multiphasic cloaking device sure is neat, sir."
*** - "Whose wedding are you dressed for, Counselor Troi?"
** - "Open a hailing channel to the Pakleds. Signal our surrender."
* - "Jaguar! Jaguar! What is Jaguar?!"



# It's all Downhill From Here

Robbie Baridges

It's almost March, and half of my term as El Presidente is up. It's been a very educational experience, and even though I've been threatened with re-election, I think all of you eligible members should start thinking about running for office in the future.

I missed our last meeting because I was visiting relatives in Florida and I was able to go to Cape Canaveral. I am always amazed at the Saturn 5 rocket they have there on it's side and wonder how they get that huge,intricate machine operating correctly. The answer,of course, is computers. Speaking of intricate machines,I got my PC operating correctly by opening it up and pulling out chips and boards and cleaning everything. Something I'll never have to do with my Ataris!

I also spent some time with my Atari and amazed my daughter with one of the Club's great Educational Disks. She was doing a report on Uranus and got this huge number from a program I have,called "Discover Space". She asked me how to pronounce this number, 495,000,000,000,000,000,000,000! I had no idea,so we got the answer from "Big Numbers" on the Educational Disk; it announced it as 495 sextillion..

I find myself going back to those great programs on our DOM's as my kids grow and are able to understand more. I hear they're coming out with a Windows version of Pitfall-the more things change, the more they stay the same!

Regards, Robbie.



San Leandro Computer Club
P.O. Box 1506 • San Leandro, California • 94577-0374

First Class Postage

# General Meeting

Tuesday March 7, 1995 8:00P.M
San Leandro Community Library
300 Estudillo Avenue
San Leandro

# ST/PC SIG

Monday March 13, 1995 8:00P.M.
San Leandro Community Library

First Class Member